

D&D Fight Club

The Vampire Werewolf

By Robert Wiese



Design Notes

Many people on the Wizards Message Boards expressed interest in a vampire werewolf, and some even suggested it was an impossible creature. Humanoid werewolf vampires are allowed, even if both are acquired templates. They were not in v. 3.0 because werewolves had the shapechanger type, but now that shapechanger is a subtype it does not prevent vampirism.

The only objection to this creature is not that it can or cannot exist, but whether all the lycanthropic forms are available to it.

This objection is rooted in the concept that undead cannot use the wild shape ability, as stated in the description of the Corrupt Wildshape feat from *Libris Mortis*, which says: "You have learned to use the necromantic energy that powers your undead form to overcome the inability of undead creatures to wild shape. You can assume the form of an undead, rotten creature with the use of your wild shape ability."

One could claim, therefore, that undead creatures in general cannot use the alternate form ability (upon which wild shape is based) to assume other forms. However, vampires can use the alternate form ability; the template says so specifically. Thus, you could also argue that vampires are an exception to the general principle that undead cannot use the alternate form ability, and allow vampires to change into anything that the base creature could have changed into.

It's really up to you, but it makes sense to this author to allow it. If you don't want to, however, then eliminate the hybrid form statistics below and go with the orc and dire wolf form (since vampires can assume dire wolf form) and reduce the physical ability scores on the dire wolf form to normal for a standard dire wolf.

As with all lycanthropes, there are three stat blocks for each version. This one prefers hybrid form because it has the most advantages, but is comfortable in orc form as well. She rarely chooses dire wolf form. The second and third stat blocks present only changes to the first one, to save space. In all cases, it is assumed that the creature was born a werewolf and became a vampire after acquiring all class levels.

Nadezda Jilek the Scout

Among the colony of orc werewolves, Nadezda wasn't that special or even noticed. As one among many in the pack, she took her place like everyone else. She trained as a scout and hunted food for the tribe. On her last hunt, lycanthrope-hating paladins and clerics wiped out her whole tribe while she was away, and she returned to a burned village and piles of charred corpses. As she grieved and buried her kin that night, a vampire



attacked her.



Nadezda prefers hybrid form, and always has, but her new vampiric powers make it even more preferable. She likes using all her powers and her weapons, and hybrid is the only form in which she can. She still fights like a scout, moving to gain her skirmish damage and AC bonus when she can. If she can catch a meal (er . . . foe) alone, even briefly, she tries to dominate it before attacking, and she has kept dominated minions around for a while to help her kill other prey.

Nadezda Jilek, Orc Werewolf Vampire (Hybrid Form) CR 11

Female scout 5

CE Large undead (shapechanger)

Init +10; **Senses** darkvision 60 ft., low-light vision, scent; Listen +29, Spot +30

Languages Orc, Common

AC 29, touch 16, **flat-footed** 24; Dodge, Mobility, uncanny dodge

(-1 size, +5 Dex, +2 armor, +2 deflection, +11 natural)

hp 71 (11 **HD**); fast heal 5; **DR** 10/silver and magic

Immune all mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, extra damage from critical hits, nonlethal damage, ability drain, energy drain, damage to its physical ability scores, fatigue and exhaustion effects, any effect that requires a Fortitude save (unless the effect also works on objects or is harmless), death from massive damage

Resist cold 10, electricity 10, turn +4; evasion

Fort +7, **Ref** +16, **Will** +12

Weakness light sensitivity, destroyed when at 0 hp

Speed 40 ft. (8 **squares**); Run

Melee +1 *keen greataxe* +21/+16 (1d12+20/19-20/x3) and

bite +15 (1d8+6) or

2 claws +19 (1d6+13) and

bite +15 (1d8+6)

Ranged composite longbow [+2 Str] +11 (1d8+2) or

Base Atk +7; **Grp** +24

Space 10 ft.; **Reach** 5 ft.

Atk Options Combat Reflexes, Power Attack, skirmish (+2d6, +1 AC)

Special Actions blood drain, children of the night, create spawn, curse of lycanthropy, dominate, energy drain

Abilities **Str** 36, **Dex** 20, **Con** --, **Int** 10, **Wis** 18, **Cha** 12

SQ alternate form, gaseous form, lycanthropic empathy, spider climb, trackless step, trapfinding

Feats Alertness[B], Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run[B], Track[B], Weapon Focus (greataxe), Weapon Focus (bite)[B]

Skills Balance +7, Bluff +9, Diplomacy +5, Hide +19, Jump +24, Knowledge (religion) +4, Listen +29, Move Silently +27, Search +8, Sense Motive +12, Spot +30, Survival +11, Swim +13, Tumble +12

Possessions *ring of protection* +2, +1 *keen greataxe*, composite longbow [+2 Str], 20 arrows in quiver, *bracers of armor* +2

Skirmish (Ex) Nadezda relies on mobility to deal extra damage and improve her defense. She deals an extra 2d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet away from

where she was at the start of her turn. The extra damage applies only to attacks made after Nadezda has moved at least 10 feet. The skirmish ability cannot be used while mounted. The extra damage applies only against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. Nadezda must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Nadezda can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. Additionally, Nadezda gains a +1 competence bonus (not included above) to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn.

Blood Drain (Ex) Nadezda can suck blood from a living victim with her fangs by making a successful grapple check. If she pins the foe, she drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, Nadezda gains 5 temporary hit points.

Children of the Night (Su) Nadezda commands the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve Nadezda for up to 1 hour.

Create Spawn (Su) A humanoid or monstrous humanoid slain by Nadezda's energy drain rises as a vampire spawn 1d4 days after burial. If Nadezda instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and was a humanoid or monstrous humanoid, and as a monstrous vampire if it had 5 or more HD and was an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or vermin. In either case, the new monstrous vampire or vampire spawn is under the command of Nadezda and remains enslaved until its master's destruction. At any given time Nadezda may have enslaved spawn totaling no more than twice her own Hit Dice; any spawn she creates that would exceed this limit are created as free-willed monstrous vampires or vampire spawn. A monstrous vampire that is enslaved may create and enslave spawn of its own, so a master monstrous vampire can control a number of lesser monstrous vampires in this fashion. Nadezda may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a monstrous vampire or vampire spawn cannot be enslaved again.

Curse of Lycanthropy (Su) Any humanoid or giant hit by this creature's bite attack (while it's in animal or hybrid form) must succeed on a DC 15 Fortitude save or contract lycanthropy.

Dominate (Su) Nadezda can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that Nadezda must use a standard action, and those merely looking at Nadezda are not affected. Anyone Nadezda targets must succeed on a Will save (DC 16) or fall instantly under Nadezda's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su) Living creatures hit by Nadezda's slam attack (or any other natural weapon Nadezda possesses) gain two negative levels. For each negative level bestowed, Nadezda gains 5 temporary hit points. Nadezda can use her energy drain ability once per round.

Alternate Form (Su) Nadezda can shift into dire wolf form. She does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to her own ability scores. Nadezda also can assume a bipedal hybrid form with prehensile hands and animalistic features. Nadezda can also assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. While in her alternate form, Nadezda loses her natural slam attack and dominate ability, but she gains the natural weapons and extraordinary special attacks of her new form. She can remain in that form until she assumes another or until the next sunrise.

Gaseous Form (Su) As a standard action, Nadezda can assume gaseous form at will as the spell (caster level 5th), but she can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Lycanthropic Empathy (Ex) In any form, Nadezda can communicate and empathize with normal or dire wolves. This gives her a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Spider Climb (Ex) Nadezda can climb sheer surfaces as though with a *spider climb* spell.

Trip (Ex) If Nadezda hits with a bite attack, she can attempt to trip her opponent (+19 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Nadezda .

In orc form, make these changes to the hybrid form stats:

Female scout 5

CE Medium undead (shapechanger)

Init +8; **Senses** darkvision 60 ft., low-light vision, scent; Listen +29, Spot +30

AC 25, touch 15, flat-footed 22; Dodge, Mobility, uncanny dodge
(+3 Dex, +2 armor, +2 deflection, +8 natural)

Fort +7, **Ref** +14, **Will** +12

Speed 40 ft. (8 squares); Run

Melee +1 *keen greataxe* +14/+9 (1d12+10/19-20/x3) or
slam +12 (1d6+6) or

Ranged composite longbow [+2 Str] +9 (1d8+2)

Base Atk +7; **Grp** +13

Space 5 ft.; **Reach** 5 ft.

Special Actions blood drain, children of the night, create spawn, curse of lycanthropy, dominate, energy drain

Abilities Str 22, Dex 16, Con --, Int 10, Wis 18, Cha 12

Skills Balance +5, Bluff +9, Diplomacy +5, Hide +21, Jump +17, Knowledge (religion) +4, Listen +29, Move Silently +25, Search +8, Sense Motive +12, Spot +30, Survival +11, Swim +6, Tumble +10

In dire wolf form, make these changes to the hybrid form stats:

AC 25, touch 14, flat-footed 20; Dodge, Mobility, uncanny dodge
(-1 size, +5 Dex, +11 natural)

Speed 50 ft. (10 squares); Run

Melee bite +19 (1d8+19)

Atk Options Combat Reflexes, Power Attack, skirmish (+2d6, +1 AC), trip

Skills Balance +7, Bluff +9, Diplomacy +5, Hide +19, Jump +28, Knowledge (religion) +4, Listen +29, Move Silently +25, Search +8, Sense Motive +12, Spot +30, Survival +11, Swim +13, Tumble +12

Possessions not available

Nadezda Jilek the Pious Templar of Gruumsh

After Nadezda's tribe was wiped out, she wandered the world for a while, and eventually fell in with a temple of Gruumsh. She trained as a temple guardian and served in that capacity for a few years before the temple was attacked by a vampire. She did her best to hold it at bay, but in the end she was overcome.

She still prefers her greataxe, but does not feel the need to move in combat whenever she can anymore. She relies a lot on her immunities and her mettle and evasion abilities to shrug off spells while she targets healers first. She prefers to make lycanthropes over making vampires, and so uses her blood drain ability sparingly (enough to eat only). She still dominates foes when she can and keeps a small retinue of such slaves until they are close to death (at which point she feeds on them).

Nadezda Jilek, Orc Werewolf Vampire (Hybrid Form) CR 16

Female scout 5/rogue 1/pious templar 4

CE Large undead (shapechanger)

Init +11; **Senses** darkvision 60 ft., low-light vision, scent; Listen +29, Spot +30

Languages Orc, Common

AC 33, touch 19, flat-footed 27; Dodge, Mobility, uncanny dodge

(-1 size, +6 Dex, +3 armor, +4 deflection, +11 natural)

hp 104 (16 HD); fast heal 5; **DR** 10/silver and magic and 1/--

Immune all mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, extra damage from critical hits, nonlethal damage, ability drain, energy drain, damage to its physical ability scores, fatigue and exhaustion effects, any effect that requires a Fortitude save (unless the effect also works on objects or is harmless), death from massive damage

Resist cold 10, electricity 10, turn +4; evasion

Fort +11, **Ref** +20, **Will** +16; Mettle, True Believer

Weakness light sensitivity, destroyed when at 0 hp

Speed 40 ft. (8 squares); Run

Melee +3 *keen greataxe* +27/+22 (1d12+24/19-20/x3) and

bite +19 (1d8+6) or

2 claws +23 (1d6+13) and

bite +19 (1d8+6)

Ranged +1 *composite longbow* [+2 *Str*] +17 (1d8+2)

Base Atk +11; **Grp** +28

Space 10 ft.; **Reach** 5 ft.

Atk Options Cleave, Combat Reflexes, Elusive Target, Power Attack, skirmish (+2d6, +1 AC), smite 1/day (+4 attack, +4 dmg), sneak attack +1d6

Special Actions blood drain, children of the night, create spawn, curse of lycanthropy, dominate, energy drain

Abilities Str 36, Dex 22, Con --, Int 10, Wis 18, Cha 12

SQ alternate form, gaseous form, lycanthropic empathy, mettle, spider climb, trackless step, trapfinding

Feats Alertness[B], Cleave, Combat Reflexes, Dodge, Elusive Target, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run[B], Track[B], True Believer, Weapon Focus (bite)[B], Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills Balance +8, Bluff +9, Concentration +4, Diplomacy +5, Hide +22, Jump +24, Knowledge (religion) +4, Listen +29, Move Silently +28, Perform +6, Search +8, Sense Motive +12, Spot +30, Survival +11, Swim +13, Tumble +13

Possessions *ring of protection* +4, +3 *keen greataxe*, +1 *composite longbow* [+2 *Str*], 20 arrows in quiver, *bracers of armor* +3

Mettle (Ex) If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Skirmish (Ex) Nadezda relies on mobility to deal extra damage and improve her defense. She deals an extra 2d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after Nadezda has moved at least 10 feet. The skirmish ability cannot be used while mounted. The extra damage applies only against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage.

Nadezda must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Nadezda can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. Additionally, Nadezda gains a +1 competence bonus (not included above) to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn.

Smite (Ex) Once per day, Nadezda may make a single melee attack with a +4 attack bonus and a +4 damage bonus. She must declare the smite before making the attack.

Blood Drain (Ex) Nadezda can suck blood from a living victim with her fangs by making a successful grapple check. If she pins the foe, she drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, Nadezda gains 5 temporary hit points.

Children of the Night (Su) Nadezda commands the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve Nadezda for up to 1 hour.

Create Spawn (Su) A humanoid or monstrous humanoid slain by Nadezda's energy drain rises as a vampire spawn 1d4 days after burial. If Nadezda instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and was a humanoid or monstrous humanoid, and as a monstrous vampire if it had 5 or more HD and was an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or vermin. In either case, the new monstrous vampire or vampire spawn is under the command of Nadezda and remains enslaved until its master's destruction. At any given time Nadezda may have enslaved spawn totaling no more than twice her own Hit Dice; any spawn she creates that would exceed this limit are created as free-willed monstrous vampires or vampire spawn. A monstrous vampire that is enslaved may create and enslave spawn of its own, so a master monstrous vampire can control a number of lesser monstrous vampires in this fashion. Nadezda may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a monstrous vampire or vampire spawn cannot be enslaved again.

Curse of Lycanthropy (Su) Any humanoid or giant hit by this creature's bite attack (while it's in animal or hybrid form) must succeed on a DC 15 Fortitude save or contract lycanthropy.

Dominate (Su) Nadezda can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that Nadezda must use a standard action, and those merely looking at Nadezda are not affected. Anyone Nadezda targets must succeed on a Will save (DC 19) or fall instantly under Nadezda's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su) Living creatures hit by Nadezda's slam attack (or any other natural weapon Nadezda possesses) gain two negative levels. For each negative level bestowed, Nadezda gains 5 temporary hit points. Nadezda can use her energy drain ability once per round.

Alternate Form (Su) Nadezda can shift into dire wolf form. She does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to her own ability scores. Nadezda also can assume a bipedal hybrid form with prehensile hands and animalistic features. Nadezda can also assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. While in her alternate form, Nadezda loses her natural slam attack and dominate ability, but she gains the natural weapons and extraordinary special attacks of her new form. She can remain in that form until she assumes another or until the next sunrise.

Gaseous Form (Su) As a standard action, Nadezda can assume gaseous form at will as the spell (caster level 5th), but she can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Lycanthropic Empathy (Ex) In any form, Nadezda can communicate and empathize with normal or dire

wolves. This gives her a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Spider Climb (Ex) Nadezda can climb sheer surfaces as though with a *spider climb* spell.

Trip (Ex) If Nadezda hits with a bite attack, she can attempt to trip her opponent (+24 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Nadezda.

In orc form, make these changes to the hybrid form stats:

CE Medium undead (shapechanger)

Init +9; **Senses** darkvision 60 ft., low-light vision, scent; **Listen** +29, **Spot** +30

AC 29, touch 18, flat-footed 25; **Dodge**, **Mobility**, uncanny dodge
(+4 Dex, +3 armor, +4 deflection, +8 natural)

Fort +11, **Ref** +18, **Will** +16; **True Believer**, **Mettle**

Melee +3 *keen greataxe* +20/+15 (1d12+14/19-20/x3) or
slam +17 (1d6+6) or

Ranged +1 *composite longbow* [+2 *Str*] +15 (1d8+2)

Base Atk +11; **Grp** +17

Space 5 ft.; **Reach** 5 ft.

Special Actions blood drain, children of the night, create spawn, dominate, energy drain

Pious Templar Spells Prepared (CL 4th):

2nd -- *death knell* (DC 16), *inflict moderate wounds* (DC 16)

1st -- *corrupt weapon* *, *inflict light wounds* (DC 15)

* *corrupt weapon* is the opposite of *bless weapon*

Abilities Str 22, Dex 18, Con --, Int 10, Wis 18, Cha 12

Skills Balance +6, Bluff +9, Concentration +4, Diplomacy +5, Hide +24, Jump +17, Knowledge (religion) +4, Listen +29, Move Silently +26, Perform +6, Search +8, Sense Motive +12, Spot +30, Survival +11, Swim +13, Tumble +11

In dire wolf form, make these changes to the hybrid form stats:

AC 26, touch 15, flat-footed 20; **Dodge**, **Mobility**, uncanny dodge
(-1 size, +6 Dex, +11 natural)

Speed 50 ft. (10 squares); **Run**

Melee bite +24 (1d8+19)

Atk Options Combat Reflexes, Power Attack, skirmish (+2d6, +1 AC), trip

Abilities Str 36, Dex 22, Con --, Int 10, Wis 18, Cha 12

Skills Balance +8, Bluff +9, Concentration +4, Diplomacy +5, Hide +22, Jump +28, Knowledge (religion) +4, Listen +29, Move Silently +28, Perform +6, Search +8, Sense Motive +12, Spot +30, Survival +11, Swim +13, Tumble +13

Possessions not available

Nadezda Jilek the Warshaper

After years of serving a temple of Gruumsh as a pious templar,



Nadezda became disillusioned with religion and wandered the world again. Along the way she met a druid and learned much from him about shapechanging and controlling her body. But wanderlust called again, and she was on the verge of departing when a vampire attacked them both.



Now she feels pretty much immune to everything, and fights with more recklessness than she did in the past. She also feels more like a parent, and she uses her dominate ability to dominate those foes she has defeated and infected with lycanthropy. Slowly she is building a new tribe for herself, and as some of her charges grow fully into their new abilities, she turns them into vampires as well. Thus, her new tribe is a mix of werewolves and vampire werewolves. They are a terror to the surrounding countryside, but they have a good den that is well hidden, and they take care not to prey too much on the surrounding people.

Nadezda Jilek, Orc Werewolf Vampire (Hybrid Form) CR 21

Female scout 5/rogue 1/pious templar 4/shadowdancer 1/warshaper 4

CE Large undead (shapechanger)

Init +13; **Senses** darkvision 60 ft., low-light vision, scent; Listen +29, Spot +31

Languages Orc, Common

AC 38, touch 22, flat-footed 30; Dodge, Mobility, uncanny dodge

(-1 size, +8 Dex, +5 armor, +5 deflection, +11 natural)

hp 157 (21 HD); fast heal 5; **DR** 10/silver and magic and 1/--

Immune all mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, extra damage from critical hits, nonlethal damage, ability drain, energy drain, damage to its physical ability scores, fatigue and exhaustion effects, any effect that requires a Fortitude save (unless the effect also works on objects or is harmless), death from massive damage

Resist cold 10, electricity 10, turn +4; evasion

Fort +20, **Ref** +30, **Will** +25; Mettle, True Believer

Weakness light sensitivity, destroyed when at 0 hp

Speed 40 ft. (8 squares); Run

Melee +5 *keen greataxe* +37/+32/+27 (1d12+34/19-20/x3) and

bite +27 (1d8+9) or

2 claws +31 (1d6+18) and

bite +27 (1d8+9)

Ranged +4 *composite longbow* [+2 *Str*] +25 (1d8+9)

Base Atk +14; **Grp** +36

Space 10 ft.; **Reach** 10 ft.

Atk Options Cleave, Combat Reflexes, Elusive Target, Power Attack, skirmish (+2d6, +1 AC), smite 1/day (+4 attack, +4 dmg), sneak attack +1d6

Special Actions blood drain, children of the night, create spawn, curse of lycanthropy, dominate, energy drain

Abilities Str 46, Dex 26, Con --, Int 10, Wis 18, Cha 13

SQ alternate form, gaseous form, hide in plain sight, lycanthropic empathy, mettle, morphic body, morphic reach, morphic weapons, spider climb, trackless step, trapfinding

Feats Alertness[B], Cleave, Combat Reflexes, Dodge, Elusive Target, Improved Initiative, Improved Toughness, Iron Will, Lightning Reflexes, Mobility, Power Attack, Run[B], Stealthy, Track[B], True Believer, Weapon Focus (bite)[B], Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills Balance +14, Bluff +9, Concentration +4, Diplomacy +5, Hide +28, Jump +29, Knowledge (religion) +4, Listen +29, Move Silently +34, Perform +6, Search +8, Sense Motive +12, Spot +31, Survival +11, Swim +18,

Tumble +15

Possessions *ring of protection +5, +5 keen greataxe, +4 composite longbow [+2 Str], 20 arrows in quiver, bracers of armor +5, belt of giant strength +6, cloak of resistance +5, boots of speed, gloves of Dexterity +4*

Mettle (Ex) If a pious templar makes a successful Will or Fortitude saving throw that would normally reduce the spell's effect, she suffers no effect from the spell at all. Only those spells with a Saving Throw entry of "Will partial," "Fortitude half," or similar entries can be negated through this ability.

Skirmish (Ex) Nadezda relies on mobility to deal extra damage and improve her defense. She deals an extra 2d6 points of damage on all attacks she makes during any round in which she moves at least 10 feet away from where she was at the start of her turn. The extra damage applies only to attacks made after Nadezda has moved at least 10 feet. The skirmish ability cannot be used while mounted. The extra damage applies only against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. Nadezda must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Nadezda can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet. Additionally, Nadezda gains a +1 competence bonus (not included above) to Armor Class during any round in which she moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the start of her next turn.

Smite (Ex) Once per day, Nadezda may make a single melee attack with a +4 attack bonus and a +4 damage bonus. She must declare the smite before making the attack.

Blood Drain (Ex) Nadezda can suck blood from a living victim with her fangs by making a successful grapple check. If she pins the foe, she drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, Nadezda gains 5 temporary hit points.

Children of the Night (Su) Nadezda commands the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve Nadezda for up to 1 hour.

Create Spawn (Su) A humanoid or monstrous humanoid slain by Nadezda's energy drain rises as a vampire spawn 1d4 days after burial. If Nadezda instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and was a humanoid or monstrous humanoid, and as a monstrous vampire if it had 5 or more HD and was an aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, or vermin. In either case, the new monstrous vampire or vampire spawn is under the command of Nadezda and remains enslaved until its master's destruction. At any given time Nadezda may have enslaved spawn totaling no more than twice her own Hit Dice; any spawn she creates that would exceed this limit are created as free-willed monstrous vampires or vampire spawn. A monstrous vampire that is enslaved may create and enslave spawn of its own, so a master monstrous vampire can control a number of lesser monstrous vampires in this fashion. Nadezda may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a monstrous vampire or vampire spawn cannot be enslaved again.

Curse of Lycanthropy (Su) Any humanoid or giant hit by this creature's bite attack (while it's in animal or hybrid form) must succeed on a DC 15 Fortitude save or contract lycanthropy.

Dominate (Su) Nadezda can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that Nadezda must use a standard action, and those merely looking at Nadezda are not affected. Anyone Nadezda targets must succeed on a Will save (DC 21) or fall instantly under Nadezda's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Energy Drain (Su) Living creatures hit by Nadezda's slam attack (or any other natural weapon Nadezda possesses) gain two negative levels. For each negative level bestowed, Nadezda gains 5 temporary hit points.

Nadezda can use her energy drain ability once per round.

Alternate Form (Su) Nadezda can shift into dire wolf form. She does not assume the ability scores of the animal, but instead adds the animal's physical ability score modifiers to her own ability scores. Nadezda also can assume a bipedal hybrid form with prehensile hands and animalistic features. Nadezda can also assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. While in her alternate form, Nadezda loses her natural slam attack and dominate ability, but she gains the natural weapons and extraordinary special attacks of her new form. She can remain in that form until she assumes another or until the next sunrise.

Gaseous Form (Su) As a standard action, Nadezda can assume gaseous form at will as the spell (caster level 5th), but she can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Lycanthropic Empathy (Ex) In any form, Nadezda can communicate and empathize with normal or dire wolves. This gives her a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Morphic Body (Su) Nadezda can use her precise control over her form to make herself stronger. When in any form except her orc form, she gains +4 to Strength (included above).

Morphic Reach (Su) Nadezda can suddenly stretch her limbs, neck, or other appendages outward, giving her 5 more feet of reach than the creature she's emulating (included above). Unlike most creatures, warshapers don't appear to have a longer reach until they actually use it.

Morphic Weapons (Su) As a move action, Nadezda can grow natural weapons such as claws or fangs, allowing a natural attack that deals the appropriate amount of damage according to the size of the new form (see Table 5-1 on page 296 of the *Monster Manual*). These morphic weapons need not be natural weapons that the creature already possesses. She can also grow her claws or bite so that they deal damage as if they were one category larger (not included). She can change morphic weapons as often as she likes.

Spider Climb (Ex) Nadezda can climb sheer surfaces as though with a *spider climb* spell.

Trip (Ex) If Nadezda hits with a bite attack, she can attempt to trip her opponent (+29 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip Nadezda.

In orc form, make these changes to the hybrid form stats:

CE Medium undead (shapechanger)

Init +11; **Senses** darkvision 60 ft., low-light vision, scent; Listen +29, Spot +31

AC 34, touch 21, flat-footed 28; Dodge, Mobility, uncanny dodge
(+6 Dex, +5 armor, +5 deflection, +8 natural)

Fort +20, **Ref** +28, **Will** +25; True Believer, Mettle

Melee +5 *keen greataxe* +29/+24/+19 (1d12+20/19-20/x3) or
slam +24 (1d6+9) or

Ranged +4 *composite longbow* [+2 *Str*] +24 (1d8+2)

Base Atk +14; **Grp** +23

Space 5 ft.; **Reach** 5 ft.

Special Actions blood drain, children of the night, create spawn, dominate, energy drain

Pious Templar Spells Prepared (CL 4th):

2nd -- *death knell* (DC 16), *inflict moderate wounds* (DC 16)

1st -- *corrupt weapon* *, *inflict light wounds* (DC 15)

* *corrupt weapon* is the opposite of *bless weapon*

Abilities Str 28, Dex 22, Con --, Int 10, Wis 18, Cha 13

Skills Balance +12, Bluff +9, Concentration +4, Diplomacy +5, Hide +30, Jump +20, Knowledge (religion) +4, Listen +29, Move Silently +32, Perform +6, Search +8, Sense Motive +12, Spot +31, Survival +11, Swim +9, Tumble +13

In dire wolf form, make these changes to the hybrid form stats:

Init +11; **Senses** darkvision 60 ft., low-light vision, scent; Listen +29, Spot +31

AC 26, touch 15, flat-footed 20; Dodge, Mobility, uncanny dodge
(-1 size, +6 Dex, +11 natural)

Fort +20, **Ref** +28, **Will** +25; True Believer, Mettle

Speed 50 ft. (10 squares); Run

Melee bite +29 (1d8+22)

Base Atk +14; **Grp** +33

Atk Options Combat Reflexes, Power Attack, skirmish (+2d6, +1 AC), trip

Abilities Str 40, Dex 22, Con --, Int 10, Wis 18, Cha 13

Skills Balance +12, Bluff +9, Concentration +4, Diplomacy +5, Hide +28, Jump +30, Knowledge (religion) +4, Listen +29, Move Silently +32, Perform +6, Search +8, Sense Motive +12, Spot +31, Survival +11, Swim +15, Tumble +13

Possessions not available

Additional Feats

These feats are not presented in the *Player's Handbook* or *Monster Manual*, so here are a few summaries about each one.

Elusive Target (from *Complete Warrior*): The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by moving out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

True Believer (from *Complete Divine*): Once per day when you are about to make a saving throw you may declare that you are using this feat to gain a +2 insight bonus on that saving throw. This feat also allows you to use a relic of the deity you worship.

About the Author

Robert Wiese entered the gaming hobby through the Boy Scouts and progressed from green recruit to head of the most powerful gaming fan organization in the world. He served as head of the RPGA Network for almost seven years, overseeing the creation of the **Living Greyhawk** and **Living Force** campaigns, among other achievements. Eventually, he returned to private life in Reno, Nevada, where he spends as much time as possible with his wife, new son Owen, and many pets.

He is still involved in writing, organizing conventions, and playing, and he models proteins for the Biochemistry Department of the University of Nevada, Reno.

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